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(54) Title: VIDEO CODING AND DECODING METHOD

(57) Abstract: The invention relates to a video coding method applied to an original video sequence in which the successive frames or video object planes (VOPs) include one or several arbitrarily shaped video objects (VOs) defined by their texture and motion components and an additional shape component. According to the invention, said method comprises a non object-oriented coding step applied to a small number of frames of the video sequence, an object-oriented coding step, applied to all the frames of the sequence which follow said small number of frames, and a sequencing step, provided for controlling that said non object-oriented and object-oriented coding steps are respectively applied to the appropriate frames, in order to generate a coded bitstream including non object-oriented coded data corresponding to said small number of frames followed by object-oriented coded data corresponding to said following frames. The invention also relates to a corresponding video decoding method.

WO 2004/059983 A1